SNS-DF-USA

D-FORCE

instruction booklet

ASMIK Corporation of America

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SUPER NINTENDO ENTERTAINMENT SYSTEM

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WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION & PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK

Precautions

1. This is a high precision game. It should not be stored in places that are very hot or cold. Never hit or drop it. Do not take it apart.
2. Avoid touching the connectors, and do not get them wet or dirty. Doing so may damage the game.
3. Do not clean with benzene, paint thinner, alcohol or other such solvents.

Asmik Corporation of America

the mission

In the year 1991, a powerful oil-rich dictator in the Middle East has waged war on the world. You must navigate a super-modified Nuclear Apache Helicopter, D-FORCE, through six countries and infiltrate the enemies headquarters. If the ol' apple pie and baseball are to remain as symbols of our country, you'd better get on the ball.

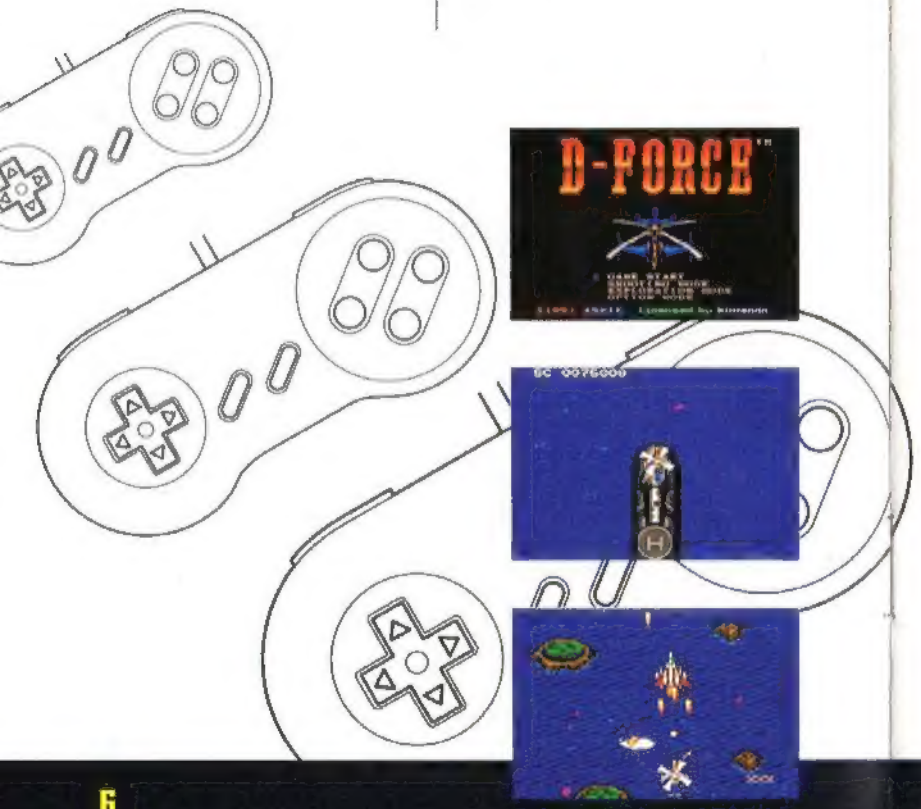
As well as constant enemy attacks, this warped leader has chemical biologists developing prehistoric beasts to tear your chopper out of the sky. And we're not talk'n about your every-day dinasaurs either; these are helicopter eating creatures that could bring about your true test of non-stop, creative thinking.

'Course you'll have the latest weapons at your side. And the farther you go, the more you'll get a chance to use them. If you are able to conquer the seemingly endless enemies, watch out for the...we're loosing you...you're radio's breaking up ...good luck, you're on your own!

Your chopper blades are spinning—there's no turning back! Never fear, you're in command of the ulimate weapon, D-FORCE!

getting started

1. Insert your D-FORCE game-pak into the Super Nintendo Entertainment System.
2. Turn the power on.
3. Press start to begin a game.
4. Enjoy!



player controls

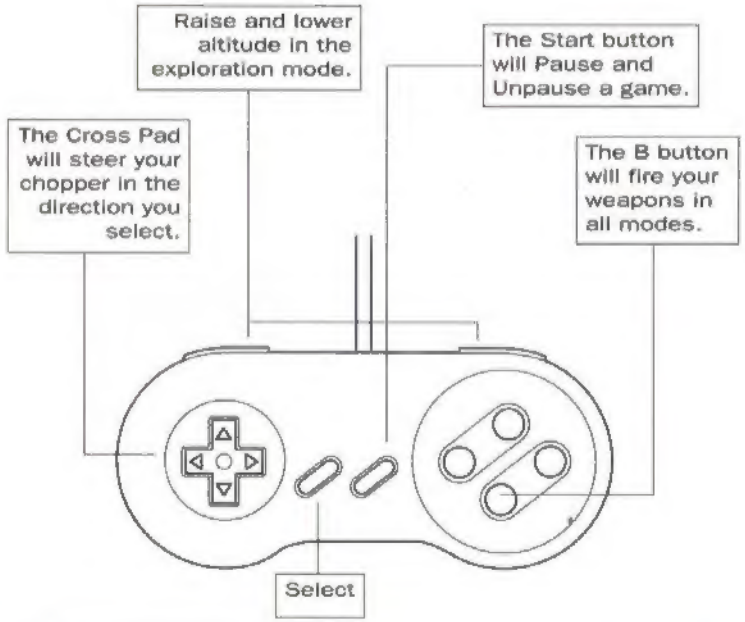
When your Apache rises to a safe flight altitude you will be in control.

option mode

The option mode will allow you to do several things.

Here is a list:

1. Listen to the sound effects of the game.
2. Listen to the music of the game.
3. Select the level of difficulty.
4. Select 1–9 lives for the beginning of a game.



the weaponry

Power-up items will allow you to increase the amount of fire from your cannons. When you eliminate an SR-17 it will leave behind a Power-up chip for the taking.

The Apache has been specially modified to carry new weapons. The weapons will increase as you pick up more chips.

This is a list of the weapons you can arm yourself with:

Cannon
(stock with your Apache)

Multi-Cannon

Super-Cannon

Sidewinder Missles with the Super-Cannon

ElectroWave with Sidewinder Missles and Multi-Cannon

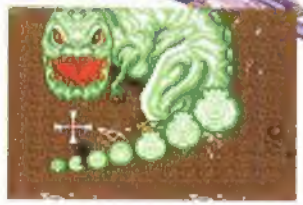
D-Force with Sidewinder Missles

the areas

1. **The Gulf Installation** (shooting)
2. **Inland Sector 1** (Exploration)
3. **Mirage Installation** (shooting)
4. **Mythical East** (exploration)
5. **Fantasy Icequarters** (shooting)
6. **Inland Sector 2** (exploration)
7. **Enemy Headquarters** (shooting)

the mini bosses & bosses

1. **Mini-Boss: Electro-Rocker**
   Shooting
   Main Boss: Super Tank
2. **Main Boss: Dorf**
   Exploration
3. **Mini Boss: Plasma Tanks**
   Shooting
   Main Boss: SR-72
4. **Main Boss: Boldor**
   Exploration
5. **Mini Boss: Cantor 3 in 1**
   Shooting
   Main Boss: Catalina
6. **Main Boss: Razor Tank**
7. **Mini Boss: Idabashi Station**
   Shooting
   Main Boss: Pendulum X



high scores

When you achieve a high score you will be invited to enter your initials at the end of the game. The scores will remain until the power is shut off.

So challenge your friends to a game of D-FORCE. When you achieve a high score, send your score to Nintendo Power for registration in the high score section of the magazine.

Nintendo Power
"High Scores"
P.O. Box 957
Redmond, WA 98057

the klub

Klue Klub

Join the Asmik **Klue Klub** today for free. Just send your registration card to us and you will receive our 800 line for game **Klues**.

Special Tip: Are you having trouble with Level 7? **Klue Klub** members call the 800 line for a special **Klue**.

the tips

1 When fighting **Electro-Rocker** in Stage 1, stay at the top of the screen and fire sidewinder missles.

2 In Level 2, shoot **Dorf the Boss** in the face, but watch out for his tail!

3 Start **D-Force** with nine lives by adjusting the players area in the option mode. You will need this extra help.

4 In Level 3, when you fight the **Plasma Tanks**, look for a safe spot on the lower right hand side of the screen.

5 To beat **Cantor 3 in 1**, you should follow the path of Cantor's pieces as they move, and keep shooting.

the scores

Level 1
Name:
Score:
Date:

Level 2
Name:
Score:
Date:

Level 3
Name:
Score:
Date:

Level 4
Name:
Score:
Date:

Level 5
Name:
Score:
Date:

Level 6
Name:
Score:
Date:

Level 7
Name:
Score:
Date: